PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00896/90078
INCLUDES DEMO OF MEGA MAN LEGENDS 2
The Misadventures of
TRON BONNE
2 DISCS
FROM THE CREATORS OF MEGA MAN LEGENDS!
CAPCOM

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting THE MISADVENTURES OF TRON BONNE for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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Hints are available:

1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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The Misadventures of TRON BONNE

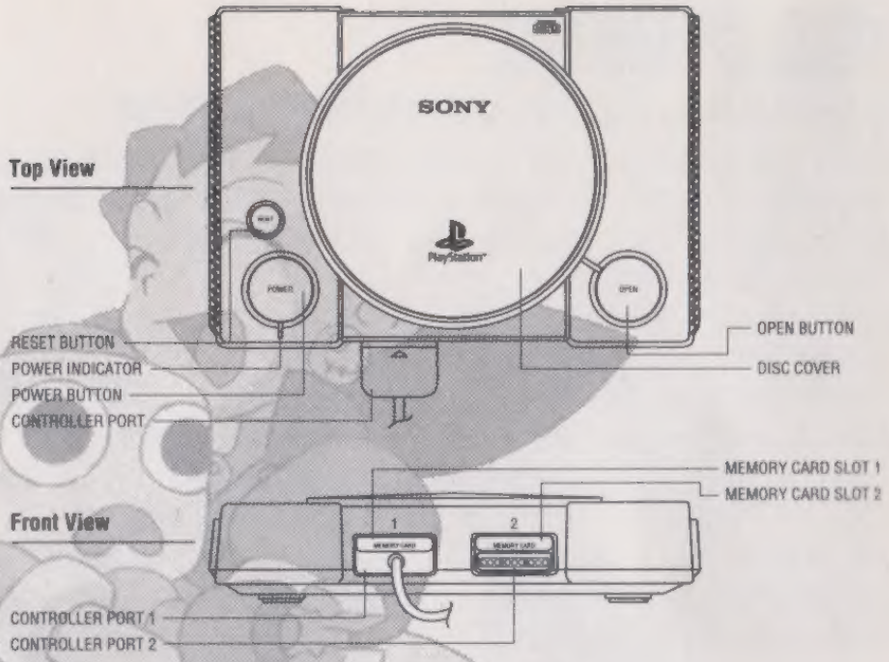
Setting Up 2
Controlling Gustaff 3
Sky Pirates 4
Characters 5
Tron's Robots 7
Starting a Game 8
Choosing Control Types 9
Game Screen 10
The First Mission 11
- Using the Beacon Bomb 11
- Game Objective 11
- Starting Other Missions 12
- Follow-Up Meeting 12
- Saving Your Game 12

Gesellschaft 13
Servbots 15
Missions 17
- Attack the Bank 17
- Rob the Containers 1 18
- Dig Out Treasure 19
- Ruins of Nakkai 20
- Catch the Animals 20
- Rob the Containers 2 21
- Casino 21

In-Game Menu 22
Winning Tips 23
Capcom Edge 24

SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert THE MISADVENTURES OF TRON BONNE disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.



MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a Memory Card, the game will allow you to play without saving game settings and results.)

PLAYING THE LEGENDS 2 GAME

Insert Disc 2 into the PlayStation game console and turn the power ON.
Press START at the Title screen, then select a mission from the following:

- Roll's Secret Training — Roll will teach you the game controls.
- Capture Pigs — Capture little pigs running loose on the field.
- Underground Dungeon — Explore an underground dungeon and fight enemies.
- YakutoKurabe's Assault — Rescue Roll!

Note: Stay tuned for the complete MegaMan Legends™ 2 release in the fall of 2000

CONTROLLING GUSTAFF

L2 Button
Lock-on (Manual Shot mode only)

L1 Button
Rotate left

R2 Button
Activate Beacon Bomb Target

R1 Button
Rotate right

△ – Cancel screen/selection
– Lift/Throw object

○ – Turn quickly while moving (Manual Shot mode only)
– See Help in Gesellschaft

□ – Shoot (while holding R2)
– Put down object
– Show Servbots numbers in Gesellschaft

X – Confirm screen/selection
– Jump

Directional Buttons
Move Gustaff (in Digital mode)

Left Analog Stick
Move Gustaff (in Analog mode)

SELECT Button
Turn Radar Map on/off

START Button
Open menus

Analog Mode Switch
Toggle Analog (red) or Digital (dim) mode

The controls on this page are also used for digital controllers in Digital mode.

NOTES:

- These are the default button assignments. To change them, use the Controls option in Options mode (see page 8).
- You can also turn the vibration function ON/OFF in Options mode (DUALSHOCK™ analog controller only).
- Press SELECT and START simultaneously to reset the game and return to the Title screen.

SKY PIRATES

It's a strange world, covered by water as far as the eye can see.

People are forced to eke out a living on tiny patches of land that rise above the sea. Among these toilers of the soil, explorers called Diggers hunt for treasure in ancient subterranean ruins. If they find it, they live in luxury forever and never again have to scratch a living from the barren land. A special class of Diggers have taken to the skies in fantastic ships, searching for treasure troves from the air. These are the Sky Pirates.

The Bonne family, Teisel, Tron, Bon and their 40 Servbots, have set their sights on becoming the most famous Sky Pirates of all. In their aircraft Gesellschaft, they roam the world in search of treasure. But so far, fortune has eluded them.

But now, they finally get a major break! They've found a map that shows the location of a legendary treasure. They power up Gesellschaft and set off on a fantastic adventure. Their destination is the Desert of Nakkai in Ryship Island.

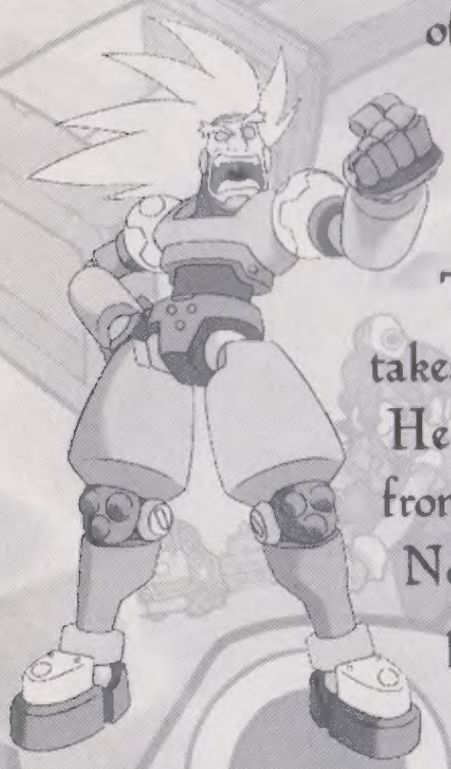
They head there in their new robot Gustaff, invented by none other than Tron Bonne herself.

Will their fortune finally be made? Or do the Diggers have other ideas?

CHARACTERS

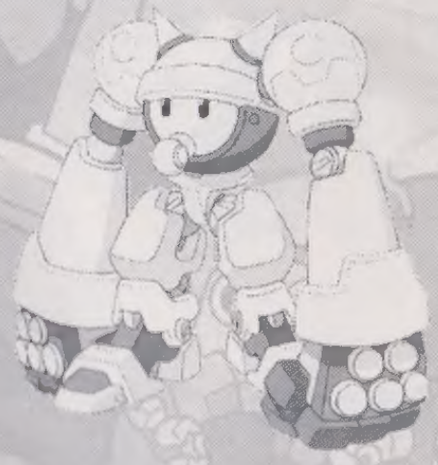
TRON BONNE

The eldest of the Bonne children, Tron is a mechanical genius. She is strong-minded, but can be gentle with her Servbots. She dreams of taking part in an important mission, but so far her brother Teisel has held her back.



TEISEL BONNE

The older son and head of the Bonne family, Teisel takes good care of his sister Tron and little brother Bon. He is an excellent Digger. He secretly borrowed money from the Loath family to develop his new airship, Gesellschaft. Now, without the family knowing it, he's having trouble making payments on his debt.



BON BONNE

In spite of his tall size and exceptional strength, Bon is still a baby. All he ever says is "Baboo," but Tron, Teisel and the Servbots always understand what he means.

SERVBOTS

The 40 adorable Servbots are Tron's creation. They do everything to support and care for the Bonne family, from housekeeping to fighting. They love Tron like a big sister, even though she keeps them in line with iron discipline.

MR. LOATH

Head of the Loath family, this black-market financier has made a fortune using less than savory tactics. He has loaned money to a number of Diggers, including Teisel. The police would like to question Mr. Loath, if they could only find him.

GLYDE

Second in command in the Loath family, Glyde takes care of collecting debts. He is known for his tough tactics, using his top-notch skills as a robot pilot. Glyde, like Mr. Loath, is also wanted by the authorities.

BIRD BOTS

The Loath family robots, similar to the Servbots but disloyal and double-dealing. Bird Bots gossip about Mr. Loath and Glyde behind their backs and goof off when no one is watching them.

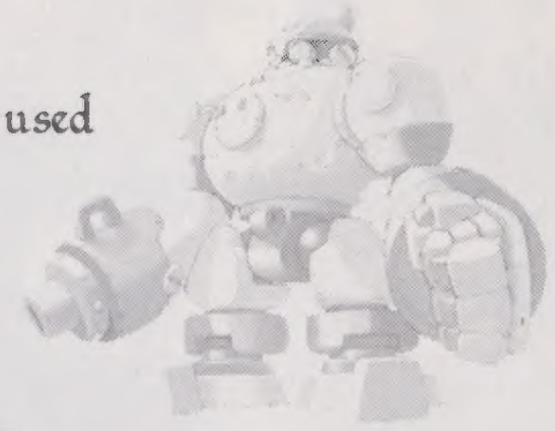
DENISE

A rookie policewoman, Denise has a strong sense of right and wrong. She is very motivated, but sometimes makes mistakes due to inexperience. She has been tracking Tron, trying to arrest her for causing mischief in town.

TRON'S ROBOTS

GUSTAFF

Tron's masterpiece, Gustaff is a powerful fighting robot used in action missions. It can shoot with its left hand and grab with its right hand. Gustaff fires Beacon Bombs from its head.



GUSTAFF TANK

The lower part of Gustaff's body can be replaced with a Tank assembly. Both appendages on the Tank are normal arms that can carry containers and other items, while its head shoots Beacon Bombs.

FINKEL

Tron developed Finkel to explore small dungeons where Gustaff is too big to enter. Finkel has a small camera and can fire Beacon Bombs. Using Finkel, Tron can command the Servbots from the airship, Gesellschaft.

SERVBOT BORER

Designed especially for Servbots, this vehicle has a drill for digging holes when searching for treasure.

STARTING A GAME

At the Title screen, press START to open the Mode Select menu. Use the Left Analog Stick/ Directional buttons to choose from 3 options, and press the **X** button.

NEW GAME Start a new game.

CONTINUE Resume a previously saved game by selecting a slot containing a Memory Card with saved data, and then selecting the data to load. Use the Left Analog Stick/Directional buttons to choose, and press the **X** button after each selection.

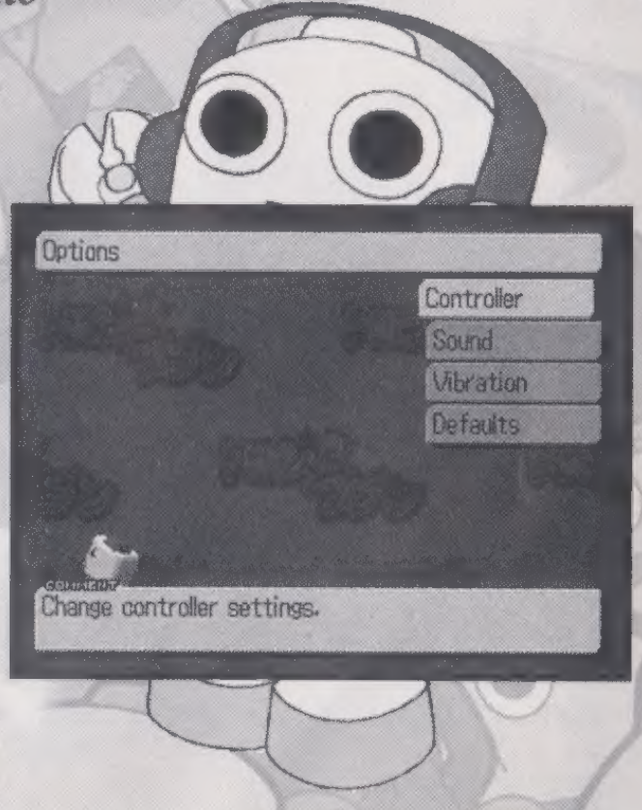
OPTIONS Adjust various game settings. Use the Left Analog Stick/ Directional buttons to choose an option and change its setting, and press the **X** button after each selection.

CONTROLLER Change control types and button assignments.

SOUND Choose STEREO or MONAURAL depending on your speakers.

VIBRATION Turn the vibration function ON/OFF (DUALSHOCK™ analog controller only).

DEFAULTS Return all options to default settings.



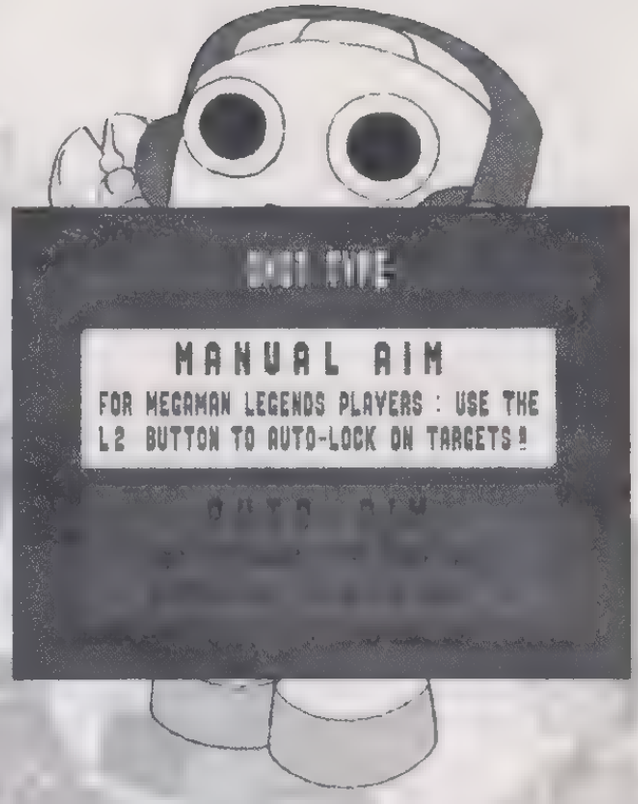
CHOOSING CONTROL TYPES

SHOT TYPE

When you choose NEW GAME mode, the Shot Type screen appears. Choose how you want to fire your weapons.

MANUAL AIM Press the L2 button to lock-on before shooting. Recommended for experienced players.

AUTO-AIM Target automatically locks-on so you can shoot. Recommended for beginners.

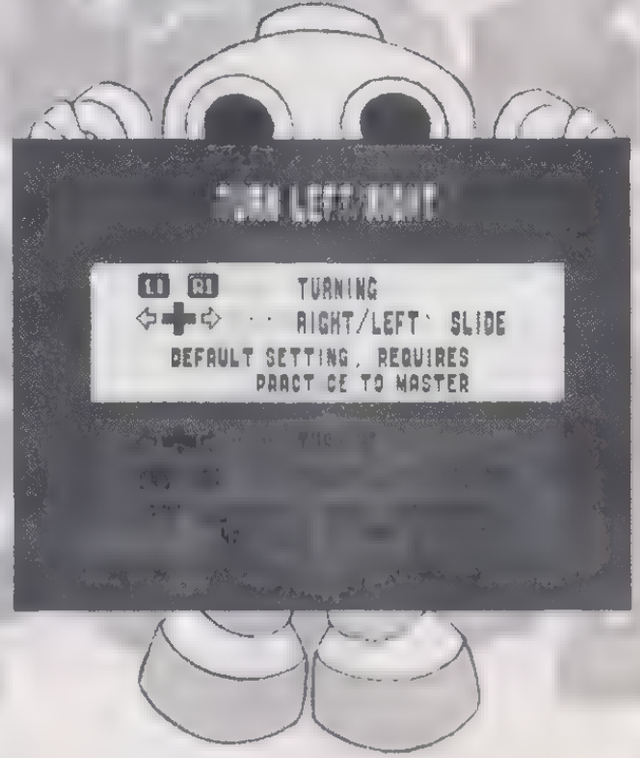


MOVE TYPE

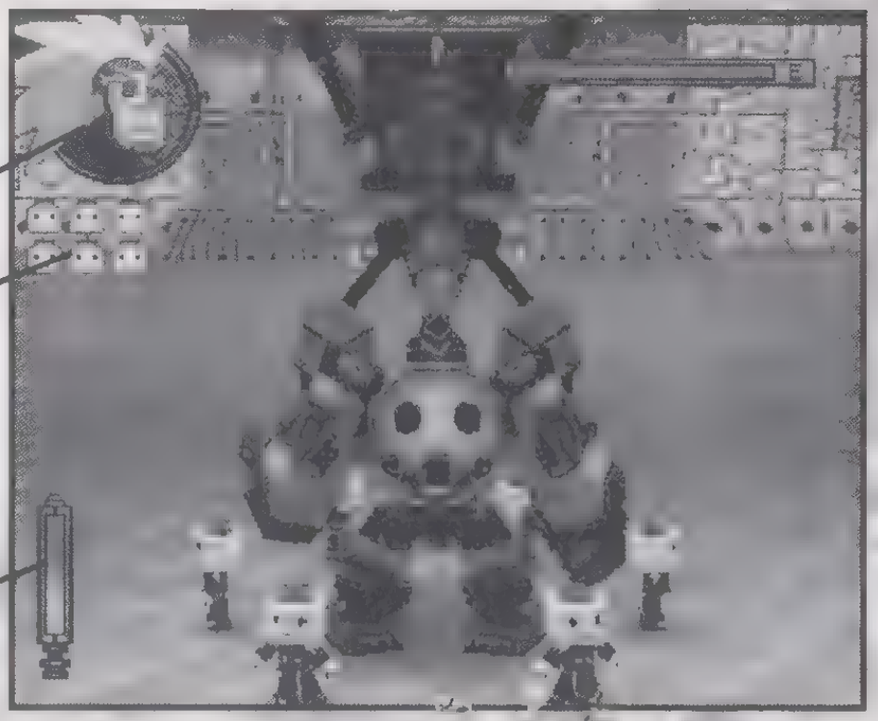
Next, the Move Type screen appears. Choose how you want to operate Gustaff.

TYPE 1 Use the Left Analog Stick/Directional buttons to move, and L1/R1 buttons to rotate.

TYPE 2 Use the L1/L2 buttons to move, and Left Analog Stick/Directional buttons to rotate.



GAME SCREEN

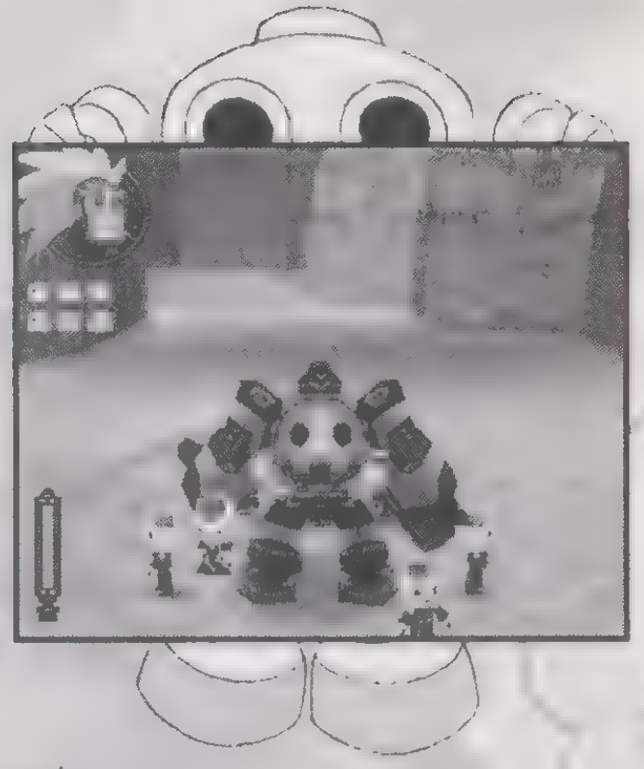


PILOT	Your pilot's face changes to show how much damage he or she has taken.
SERVBOTS	Shows the faces and number of Servbots you have with you.
LIFE GAUGE	How much life your character has remaining.

THE FIRST MISSION

The objective of the first mission is to take control of your robot, Gustaff, and discover ruins. Your Servbots will follow wherever you go. During this mission, help screens will explain the basic controls.

When you arrive at the ruins, you will fight Glyde, who is attempting to collect a debt. If you win, Glyde will take Teisel away.



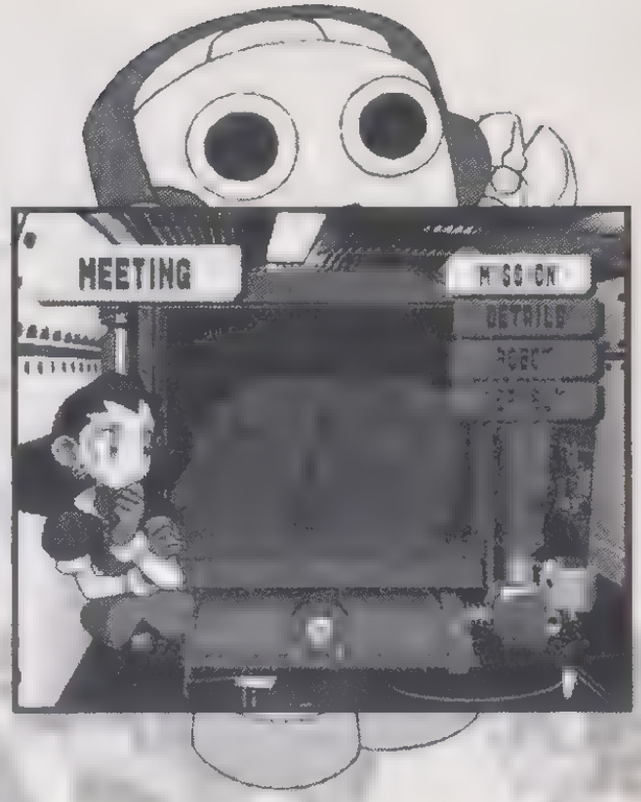
USING THE BEACON BOMB

Hold the R2 button to activate the Beacon Bomb Target. Move the Target with the Left Analog Stick/Directional buttons. Press the □ button to fire. When you shoot an object, your Servbots will run toward it and perform various actions, depending on the object. For example, if you shoot an enemy, they will attack; if you shoot a hole, they'll go in and collect treasure.

GAME OBJECTIVE

At the end of the first mission, Tron learns that Teisel has contracted a huge debt with Mr. Loath to build Gesellschaft. As Tron, you must now collect enough money to repay the debt and release Teisel and Bon from Glydés clutches. What a challenge! You must complete various difficult missions, including action, puzzle and digging challenges. You can choose the missions in any order, but to succeed, you must complete them all.

STARTING OTHER MISSIONS



On the Gesellschaft screen, choose START MISSION to open the Mission Select screen. Select a mission and press the X button. (Some missions are not available at first. They are unlocked when you complete other missions.) Selecting a mission opens the Mission Meeting screen, where you can choose an option.

MISSION Start the mission.

DETAILS Check the mission objective.

ROBOT Check your robot.

SERVBOTS Select Servbots to take with you.

FOLLOW-UP MEETING

When you complete or fail a mission, the Follow-Up Meeting screen will open. Here, Servbots report the amount of money you've earned, the items you have acquired and other information.

SAVING YOUR GAME

On the Gesellschaft screen, choose SYSTEM and then choose SAVE. The Save screen will appear. Choose the data you want to save. (You can save up to 5 games.)

TIP: To save games, you must be using an optional Memory Card with at least 1 free block. Do not remove the Memory Card while saving (or loading) data; doing so could damage game data

GESELLSCHAFT

Tron's airship, Gesellschaft, has various rooms that you will use during the game. Additional rooms become available as you progress through the game.

H.Q. (HEADQUARTERS)

Make selections in H.Q to control your game and characters.

MISSION Go to the Mission Select screen.

TALK Talk to Servbots in the room.

MOVE Move to another room in Gesellschaft.

SCOUT Send up to 3 Servbots out on a scouting foray. You may find items or information to help you. Some items can be acquired only through scouting.

SYSTEM Save your game or adjust game settings.

LAB

In the Lab you can assemble power-up parts for Gustaff. Each part costs money to develop. As the Servbots in the Lab increase their special abilities, more parts become available to select.

SOME POWER-UP PARTS:

E. TANK Increases Gustaff's maximum life.

POWER ARMOR Increases Gustaff's defense ability.

BONNE BAZOOKA Left arm component with tremendous firepower.

GATTLING GUN Left arm component with rapid-shot capability.

CAFE

Servbots gather here to kick back and relax.

STORAGE

If you want to check some of your items here, talk to the Servbot in charge.

TORTURE ROOM

Some Servbots may try to loaf on the job. In that case, you might want to punish them. If you succeed, they will pay more attention and work harder at their tasks.

TORTURE ROOM CONTROLS:

□ button	Spike punishment
○ button	Fire punishment
X button	Weight punishment

GYM

In Gym 1, throw bombs at the target. Make the target score to win the stage. Win several stages in succession and increase your Servbots' attack strength.
In Gym 2, serve all the dishes in the Cafe within the time limit. Winning several stages in succession increases your Servbots' agility.

GYM CONTROLS:

Left Analog Stick/Directional buttons	Move Servbot
X button	Jump
□ or △ button	Pick up/Throw bomb
○ button	Eat curry

SERVBOTS

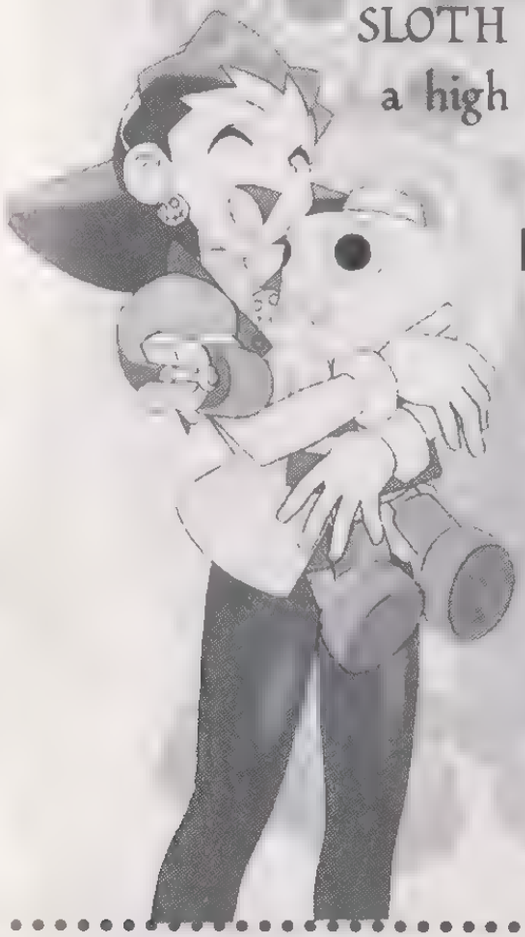
All Servbots have the following stats, though their skill levels vary from one Servbot to the next.

ATTACK Affects performance during battles. Servbots with high Attack ability do more damage when you use the Beacon Bomb.

SPEED Affects speed during a mission. Servbots with high Speed run faster.

BRAINS Affects performance in Gesellschaft. Servbots with high Brains will pick up money without being told. In puzzle missions, they will give you better hints.

SLOTH Affects Servbots' attention to their tasks. To lower a high Sloth number, take your Servbot to the Torture Room.



FAVORITE SERVBOT

During the game, you'll be able to choose Favorite Servbots. These chosen ones get bonus points added to their stats. There are other secrets about Favorite Servbots, too. Find out what they are.

SPECIAL ABILITIES

Some Servbots have special abilities. A few have them from the beginning; others develop them. Giving an item to a Servbot may help it develop its special ability, or cause a surprise to happen. To give an item to a Servbot, select the TALK opton, move the cursor onto the Servbot and press the ○ button. Select GIVE, and then select the item you want, pressing the **X** button after each selection.

Talk to your Servbots to find out more about increasing their special powers. Some special powers are described below:

SLINGSHOT Servbots with this ability can attack with a slingshot when you use a Beacon Bomb.

BAZOOKA With this ability, Servbots can attack with a bazooka when you use a Beacon Bomb.

APPRAISE This ability empowers Servbots to identify items and tell you how to use them.

SNIPE If you're lucky enough to have a Servbot with this ability in Gustaff, your robot's shot ability improves.

MISSIONS

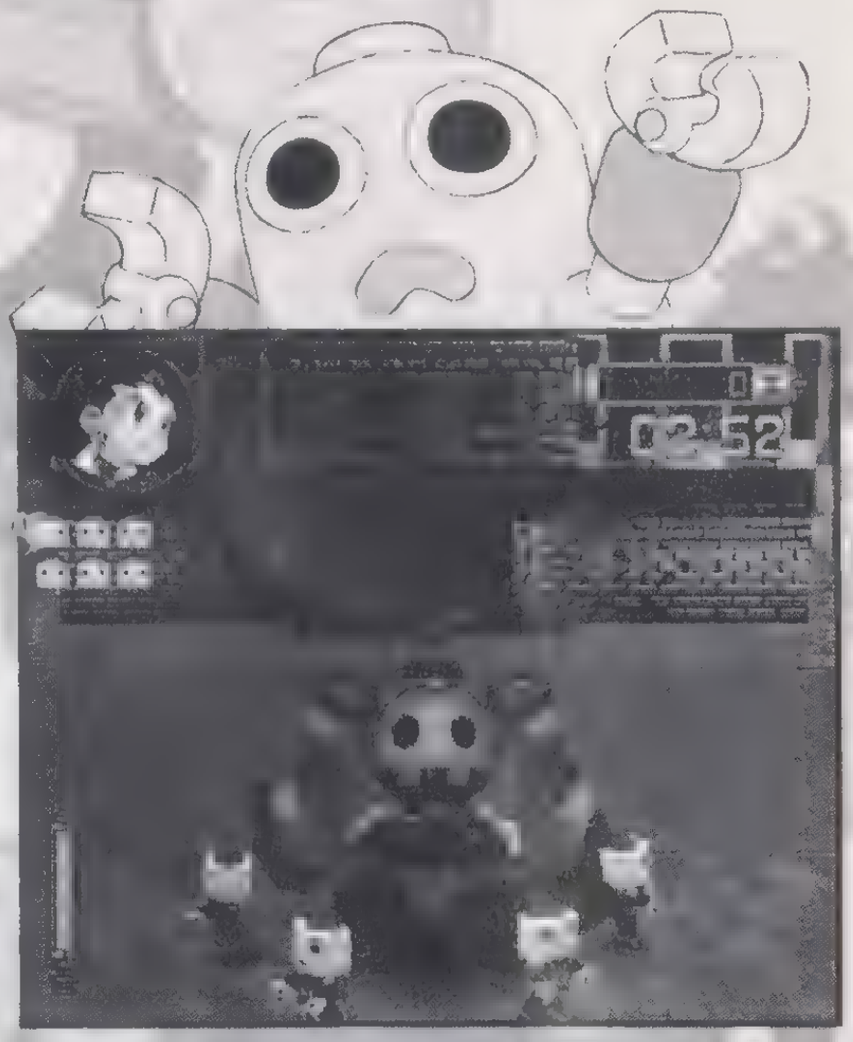
Most missions have 3 levels. Complete level 1 to reveal level 2; complete level 2 to play level 3. After you complete level 3, the mission is finished. Two missions, Ruins of Nakkai and Casino, can be played as many times as you want.

ATTACK THE BANK

OBJECTIVE—Carry out a bank heist.

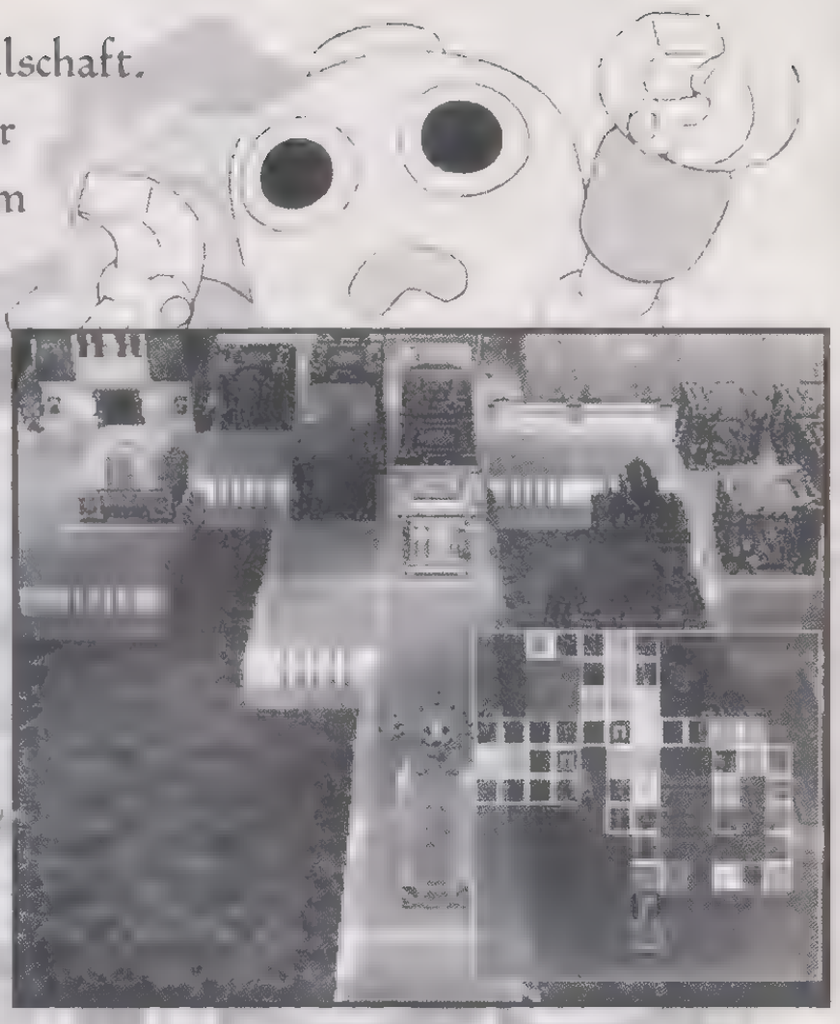
TIPS

- In level 1, the Servbots take you to the wrong house by mistake. Attack the houses to earn 50,000 Zenny.
- Shoot the Beacon Bomb at the front door, and the Servbots will enter the house to collect money and items.



ROB THE CONTAINERS 1

OBJECTIVE Load 4 containers onto Gesellschaft. The number of times you can lift a container is limited (the number is shown in the bottom left corner of the screen), and you can only walk 10 steps when carrying a container.



ADDITIONAL CONTROLS

- Press the □ button/△ button to lift/drop objects.
- Press the L2 button to undo an action.

TIPS

- You can carry wooden boxes as long as you want.
- Iron containers are too heavy to carry, but you can move them.
- Put obstacles in the water to create shortcuts.
- Loading the bonus container earns extra money.

DIG OUT TREASURE

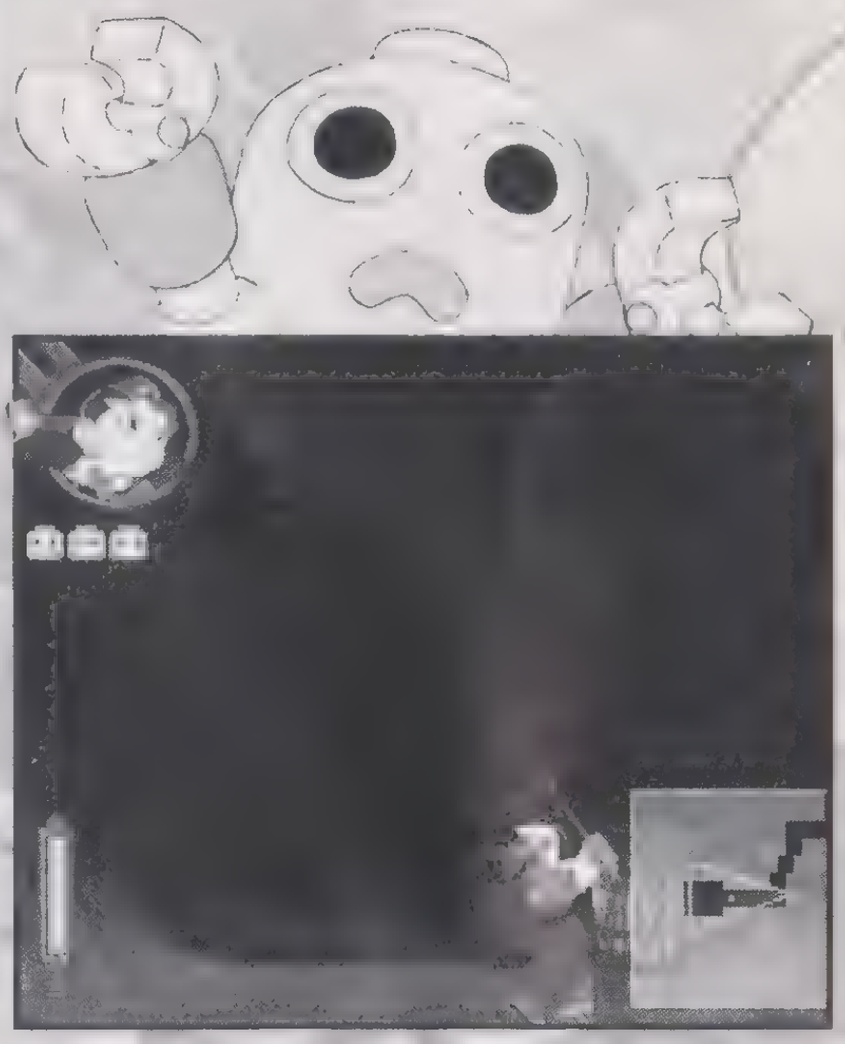
OBJECTIVE Use Finkel and the Servbots to locate and excavate hidden treasure.

ADDITIONAL CONTROLS

- Press the □ button for a body crush.
- Press the △ button to make a weird noise.
- Press the L2 button to lock-on to a target.

TIPS

- Shoot a person with the Beacon Bomb to collect information.
- Find the switches to disarm traps.
- Shoot the treasure box to collect Card Keys (open locked boxes), Gate Keys (open locked doors), and E. Bottles (restore Finkel's life).
- In level 2, a Servbot Borer appears to help you; shoot suspicious spots to make holes.
- Don't forget to check your Radar Map (press SELECT) for likely treasure spots.



RUINS OF NAKKAI

OBJECTIVE Collect Diana's Tear in a complicated maze loaded with enemies.

TIPS

- When you enter a room, the door may slam shut and lock you in. Defeat all enemies in the room to unlock the door and escape.
- To save or retreat, go back to Drache at the entrance of the ruins.

CATCH THE ANIMALS

OBJECTIVE Capture all the designated wildlife.

TIPS

- Catch animals by shooting them with the Beacon Bomb.
- Enemies may attack your truck. If the truck's life gauge drops to nothing, the mission fails.

ROB THE CONTAINERS 2

OBJECTIVE You'll find some new objects in this advanced version of Rob the Containers I.

FORKLIFT Select a target container with the Beacon Bomb, and Servbots will get on the forklift and carry it. Since Servbots cannot move wooden boxes or iron containers, you need to clear the obstacle with Gustaff Tank.

CRANE Shoot the crane with the Beacon Bomb and Servbots will operate it to move a container. The crane is limited in where it can move.

ADDITIONAL CONTROLS:

- Press the **L1/R1** buttons to change the camera angle.
- Use the Left Analog Stick/Directional buttons to rotate the crane.
- Press the □ button/△ button to lift/drop objects.
- Press the **X** button to exit the crane operation.

CASINO

OBJECTIVE If you meet the conditions in other missions, the Casino will become available. You can play the two mini-games an unlimited number of times.

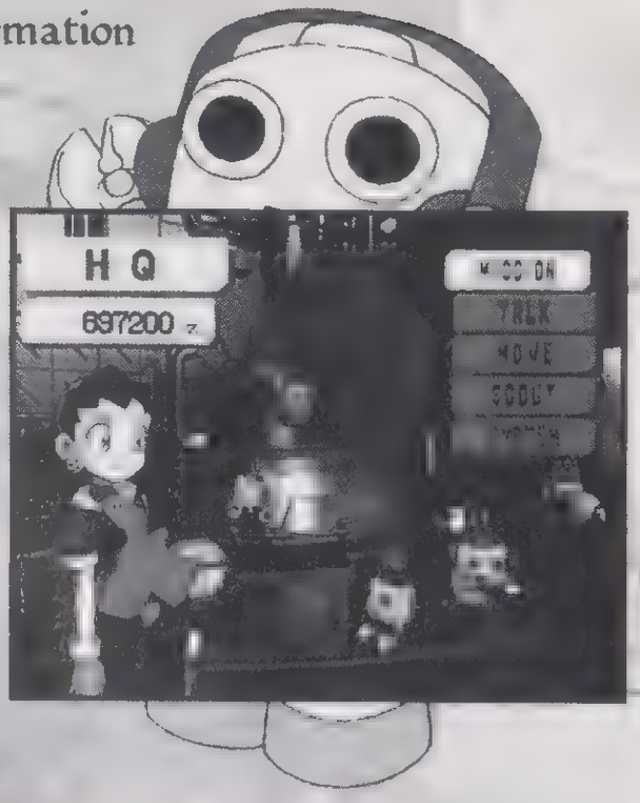
BINGO Bet on 3 bingo cards. The sooner you get BINGO, the more you win.

HIGH AND LOW Turn over cards one by one, guessing whether the next card will be higher or lower than the previous card. As you win, your bet doubles.

TIP: It's important to know when to quit.

IN-GAME MENU

During an action, puzzle or digging mission, press START to open the in-game menu. Use its options to get information and adjust game settings. (Options that appear depend on the mission you're playing.)



CONTINUE GAME Close menu and resume play.

ITEM Use an item or check an item description.

GO BACK ONE MOVE Cancel your last action.

STATUS Check your robot's status.

SERVBOTS Check the condition of the Servbots you have with you.

MISSION INFO Read the mission description.

RULES Check the mission rules.

GET HINTS Get help from the Servbots.

RESTART ROUND Reset the level settings.

OPTIONS Adjust various game settings (see page 8).

RETREAT Give up the mission and return to Gesellschaft. If you choose to retreat, the mission fails and you lose any items you acquired in the mission.

WINNING TIPS

SHOT TYPE AND LOCK-ON

Once you get used to controlling Gustaff with Auto Shot, try Manual Shot. When you lock on with the L2 button, you can face the enemy automatically. Use this tactic when you've temporarily lost sight of your enemy.

ENHANCE GUSTAFF AND TRAIN YOUR SERVBOTS

If you're having a hard time in the action missions, try developing power-up parts for Gustaff. This makes the mission much easier. Don't forget to train your Servbots in the Gym to make them more effective.

TALK TO THE SERVBOTS

In Gesellschaft it's important to talk to your Servbots frequently. When you find a new item, be sure to talk to a Servbot with Identity ability. It will give you useful information about your discovery. Talking to a Servbot who knows all about his brothers may reveal secret special abilities.

MAKE MONEY ON YOUR FAVORITE MISSIONS

You don't have to complete all the missions to complete the game. Your main objective is to repay Teisel's debt, and it's up to you to figure out how to achieve this. You can play your favorite mission over and over to earn loads of money.

SECRET TECHNIQUE

Hold the L2 button and press the △ button to shoot the Beacon Bomb while locking-on.

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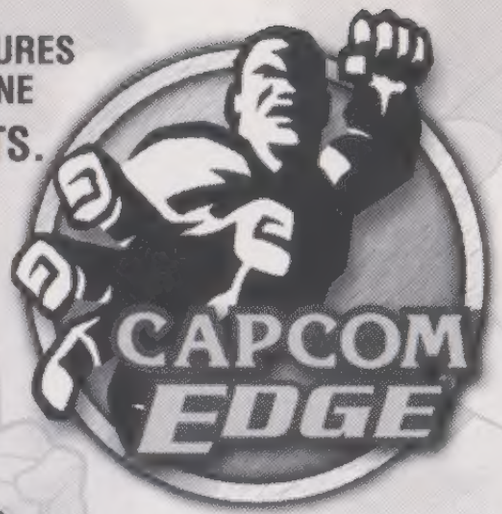

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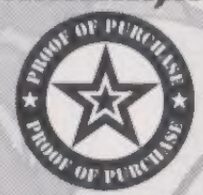

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